

Tic Tac Toe

Make a program that can play TicTacToe against you.

Rules Once a piece is on the board it does not move around.
Game ends when the board is full or we have a winner.
The program must be able to play both white and black.

Algorithm Start using the MinMax algorithm.
When it works extend with alpha/beta pruning.

Search depth Your program must be able to run with several depths.

**Static
evaluation** Use field values:

3	2	3
2	4	2
3	2	3

or define your own evaluation function.

GUI You can make a GUI if you like, or use a simple text
based interface.